

# THE CC BOT SOLO MODE

V1.5

## 1. CHANGES IN SETUP

The CC Bot is designed to work with almost any scenario, and with the bot playing as either Recon, Attacker or Defender.

Set up as per the RSG or Scenario dictates with the following modifications:

1. All objectives are revealed - no hidden objectives used.
2. The player must make any decisions for the bot, such as where to deploy
3. Place the CC Bot board on the table, and place 6 numbered tokens (1 to 6) on the 6 marked positions on the board. *(I use D6 and place them on a tablet with this image open: [CC Bot](#))*
4. Place another token on the 0 space of the **RESOURCES** track. Keep one D6 to the side of the board for use in the **CONCEALED** box.
5. Place 1 more token on the left-most **ORDERS TRACK** box. Counting from the left, place a small marker on the current order limit for the Bot based on the mission parameters. Control tokens are great for this.

For example, if the Bot has an order limit of 3, place a control token on the box with 3+ inside of it.

## 2. TAKING A TURN

The CC bot takes the following steps until either the **ORDERS** token is to the right of the CC Bot's order limit as per usual rules, or the CC Bot fails his **ORDER CHECK**.

1. Perform an **ORDER CHECK** using the **WHITE** dice number.
2. If passes, increase ORDER track token and perform ORDER with matching number for the **BLACK** dice number.
3. Move the matching order token to the next space.
4. Repeat from step 1.
5. When **ORDER CHECK** fails, or order limit is reached, reset the ORDER track token to the first space.

## 3. PERFORMING AN ORDER CHECK

Firstly, check the CC Bot has not exceeded his order limit (via op-fire). If the tokens position on the **ORDER CHECK** is greater than the CC Bot's order limit, the bot ends its turn.

Determine whether the Bot will take an action by drawing a card from his deck and comparing the **WHITE** dice number against the current target number on the **ORDERS TRACK**.

Keep this card to one side as it is used for further checks later. **Ignore any triggers on this card except for Time! triggers. Perform Time! triggers as per the rules.**

For example, a CC Bot's first order will always require a **WHITE** dice roll of 2+.

If the check fails, the Bot will end its turn. If the check passes, **move the ORDERS token one space to the right.**

We check the card that was drawn at the start of this order phase and look at the **BLACK** dice number. Perform the **ORDER** shown above the token with that number to the best of your abilities.

**If the CC Bot is unable to perform the selected ORDER, increase the RESOURCE token by 1.**

Finally, move the numbered token to the next space, following the black arrows. If there are three tokens on the same position after moving the token, advance the **highest** numbered one to the next position.

If the CC Bot has not yet exceeded its order limit, return to the top of step 3 and repeat. Otherwise, end its turn.

## 4. ENDING THE BOT'S TURN

When the CC Bot ends its turn, perform the following actions:

1. Reset the **ORDERS** token to the first space.
2. Play returns to the player.

## 5. ORDER SYMBOLS

Some order spaces have various symbols. These are explained below.



**Perform a special order** - refer to section 7



Check and perform an **Artillery request** - refer to section 8



Check and perform an **Artillery Denied** order - refer to section 9



**Ambush icon.** If during an **Advance** order, any token is on a space with this icon, then draw a new card and resolve as follows:

If double 1's, 2's or 3's, resolve 2 ambushes. If **WHITE** dice is 1, 2 or 3, resolve 1 ambush. Otherwise, CC Bot performs no ambush.

## 6. INITIATIVE CARD

The CC Bot will attempt to hold on to the initiative card. However, if the Bot has a disastrous roll and it would make sense for the Bot to use the initiative card - do it!

## 7. OPPORTUNITY FIRE

The CC Bot does not attempt to check for every possible Op-Fire. This would slow the game down too much. Instead, make one check against each group of units moving out of a hex that is within LOS and range of an AI unit. **A maximum of one check can be made against each unit for each Move order.**

In order to check for opportunity fire, draw a new card. If both dice are equal to or greater than the **Op-Fire Target Number** for the current value on the **ORDERS TRACK**, the CC Bot will activate the units for an Op-Fire order and then **increase the token on the ORDERS TRACK by 1.**



## 8. SPECIAL ORDER

A special order is a combination of either an **ORDER**, and **ACTION** or both. Follow the steps below to calculate perform a special order:

1. Perform a **PRIORITY CHECK** by checking which column on the board has the most order tokens. If there is a tie, **GREEN** takes priority.
2. Determine priority shift. If the CC Bot posture is **RECON**, no shift occurs. If the posture is **ATTACKER**, shift one column to the right. If the posture is **DEFENDER**, shift one column to the left.
3. Draw a new card and sum the **WHITE** and **BLACK** dice together.
4. Add the current **RESOURCE** token number to the total and set the **RESOURCE** token back to 0 to get your action roll number.
5. Cross-reference the **PRIORITY** column on the action table with the action roll number.
6. If there is an **ORDER**, perform it. If there is an **ACTION**, perform the action. If there are both, perform the action at the appropriate time during the order. Some actions specify when they can be used, such as "during a defense roll". If it is an action which places fortifications, place them immediately. Otherwise, use your own judgement and pick an appropriate time to play the action.

## 9. ARTILLERY REQUEST

If the CC Bot has an **AVAILABLE** radio, draw a new card and check the **WHITE** dice result.

If the **WHITE** dice is 4+ then the CC Bot will perform an artillery order. If the radio has smoke capability, check the **BLACK** dice. On a result of 1-3 the CC Bot will use a smoke round. If the radio does not have smoke capability or the **BLACK** dice is 4+, the CC Bot will Fire For Effect instead.

## 10. ARTILLERY DENIED

If the player has a radio, draw a new card and check the **WHITE** dice. If the **WHITE** dice is 1-3, the CC Bot will perform an **Artillery Denied** order.

## 11. CONCEALMENT

If a **Concealment** action is selected on the **ACTION TABLE**, check if there is a D6 in the **Concealed** box on the order board.

If the box is empty, place a D6 in the box with 1 face up.

If there is already a D6 in the box, increase the number on the D6 in the **Concealed** box on the order board.

Whenever CC Bot has to perform a defense roll, if there is a D6 in the box, decrease its number by 1 and resolve the **Concealment** action. If this reduces the D6 number to 0, remove the dice from the box.

## 12. DIG-IN ACTIONS

During a Time! trigger, check the **RESOURCES** track to see whether the CC Bot plays any Dig-In actions.

If the token is on a space with a DIG-IN icon, reduce the **RESOURCES** by 2 and perform the DIG-IN action if **suitable**. This can be repeated if necessary.

*For example, if the **RESOURCES** token is currently at 4, we move the token down to 2 and perform a DIG-IN. We now check again. If the Bot has units out in the open, it may make sense to perform a second DIG-IN, reducing the **RESOURCE** track down to zero.*

## 13. DUMMY OBJECTIVES (OPTIONAL)

At the end of a match before calculating objective VP's, shuffle your discard pile back into your deck and draw a card for each objective. If the dice roll is a double, the objective is bad intel and is ignored for VP purposes.

*This is to encourage both sides to not stack up on a single objective, to spread out and to hide information from the player.*